LOADING INSTRUCTIONS

SPECTRUM:

48K; Rewind the tape to the beginning of side A. Type **LOAD"" "** and press **ENTER.** The game should load automatically. Please follow all on screen prompts.

128K; Rewind the tape to the beginning of side A. Select LOADER option from the menu. The game should load automatically. Please follow all on screen prompts.

AMSTRAD CPC:

CPC 464; Rewind the tape to the beginning of side A. Hold down **CTRL** and tap the small **ENTER** key. The game should load automatically. Please follow all on screen prompts.

CPC 664/6128; Rewind the tape to the beginning of side A. Type **I** (shifted @) **TAPE** (**ENTER**), then type **RUN"** (**ENTER**). The game should load automatically. Please follow all on screen prompts.

COMMODORE C64/128

C64; Rewind the tape to the beginning of side A. Hold down **SHIFT** and tap the small **RUN/STOP** key. The game should load automatically. Please follow all on screen prompts.

C128; Rewind the tape to the beginning of side A. Ensure the machine is in **64K** mode. Hold down **SHIFT** and tap the small **RUN/STOP** key. The game should load automatically. Please follow all on screen prompts.

3D SNOOKER

3D Snooker plays to the same rules as the ever popular sport, using exactly the same scoring procedure. You must first pot a red ball then a coloured ball. Once all the red balls have been potted you must pot the remaining colours in the correct order. Due to colour limitations the required colour will highlight itself before you take the shot.

SPECTRUM and AMSTRAD

You may select either joystick or keyboard controls. Initially keys Q, A, O, P and ENTER are pre defined, however you can alter these controls to suit.

Use the directional controls to line up your shot. Place the 'X' in the position you wish the white ball to be aimed towards. Pressing the FIRE key will select the shot. You must also press FIRE to place the white in the 'D' at the beginning of each frame.

Once you have selected the shot use the LEFT and RIGHT controls to set the power of the shot which is shown graphically at the base of the screen. Now press FIRE to play the shot.

To view the table from the opposite end, press UP and FIRE. To restart a frame press the SHIFT key and R. If you restart the frame when playing against another person the frame will be awarded to the player with the higher score.

If during a match the last ball is potted and the scores are level the Black will be respotted and play will continue until someone wins.

To have both joysticks functioning on the Amstrad redefine the keyboard controls to RIGHT : T, LEFT : R, DOWN : 5, UP : 6 and SET SHOT : G (or F if FIRE1 is in use) Then select joystick 0.

Press SHIFT and Q to quit the game.

GRAPHIC ENHANCEMENTS by THE BURBBLE FISH

MUSIC by SONIC GRAFFITI and converted by ANDY SEVERN

Z80 LOADING SCREEN drawn by MICHAEL SANDERSON COVER ARTWORK by JON CLARK

Many thanx to the ART STUDIO, DATA DUPLICATION, PRINT and PACKING departments for all their help. Special thanx to STEVE THOMPSON for his wonderful paste up? You be the judge....

SOFTWARE CO-ORDINATION by SIMON DANIELS

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Please send this order to Belinda, Players Mail Order Department, 6 Mercury House, Calleva Park, Aldermaston, Berkshire, RG7 4QW.

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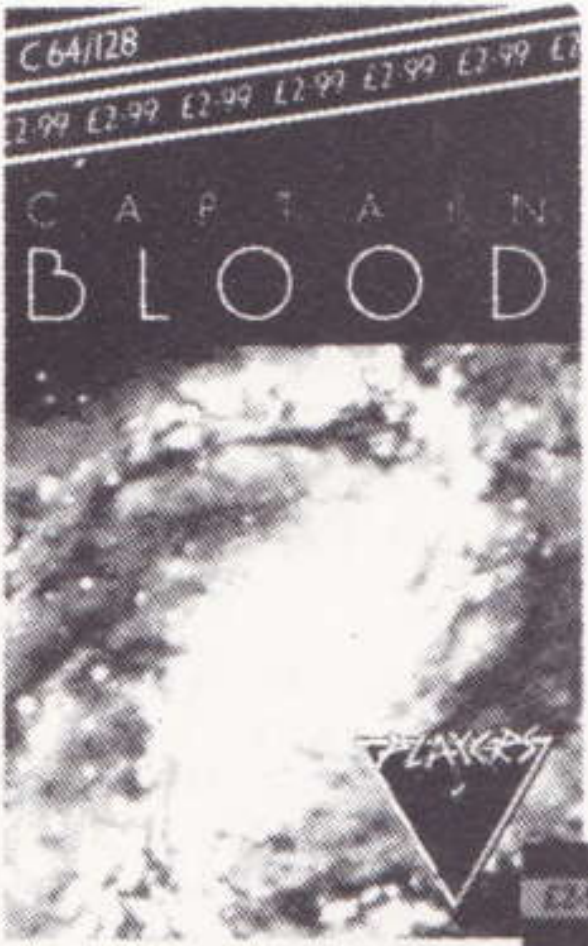

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